

Mardiyanti, Denik 2018. *Pengaruh Model Pembelajaran Contextual Teaching and Learning (CTL) Berbantuan Media Permainan Lego Terhadap Hasil Belajar Siswa Mata Pelajaran Matematika Materi Pecahan Kelas IV SDN Deketkulon II Lamongan*. Skripsi, Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing I: Moh. Edy Nurtamam, S. Pd., M.Si. Pembimbing II: Rika Wulandari, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengetahui adakah pengaruh pembelajaran matematika dengan menggunakan model pembelajaran *Contextual Teaching and Learning (CTL)* berbantuan media permainan lego terhadap hasil belajar siswa mata pelajaran matematika materi pecahan kelas IV SDN Deketkulon II Lamongan. Penelitian ini merupakan penelitian kuantitatif. Desain penelitian yang digunakan dalam penelitian ini adalah desain *quasi experimental design* dengan jenis *nonequivalent control group design*. Penelitian ini menggunakan 39 siswa sebagai sampel yaitu 20 siswa di kelas eksperimen dan 19 siswa di kelas kontrol. Teknik pengumpulan data menggunakan tes, angket, dan observasi. Tahapan yang digunakan adalah uji validitas, reliabilitas, taraf kesukaran soal, daya pembeda soal, normalitas, homogenitas, uji t independen, dan uji gain ternormalisasi. Hasil penelitian menunjukkan bahwa ada perbedaan yang signifikan berdasarkan hasil perhitungan uji t Independen *posttest* $t_{hitung} = 4,180$ dan $t_{tabel\ t(\alpha/2, n-2)} = 2,026$ dengan taraf signifikan sebesar $\alpha = 5\%$ dan uji Gain Ternormalisasi pada kelas kontrol dan eksperimen terjadi peningkatan rata-rata nilai sebesar 0,17. Sesuai dengan kaidah pengujian $t_{hitung} > t_{tabel}$ maka, $4,180 > 2,026$ H_0 ditolak dan ada perbedaan yang signifikan model pembelajaran *Contextual Teaching and Learning (CTL)* berbantuan media permainan lego terhadap hasil belajar siswa mata pelajaran matematika materi pecahan kelas IV SDN Deketkulon II Lamongan.

Kata kunci: Model Pembelajaran *Contextual Teaching And Learning (CTL)*, Media Permainan Lego, Hasil Belajar.

Mardiyanti, Denik 2018. *The Influence of Contextual Teaching and Learning (CTL) Model Assisted by Lego Game Media to Student's Result of Math Subject of Class IV at SDN Deketkulon II Lamongan*. Thesis, Elementary School Teacher's Education, Faculty of Education, Trunojoyo Madura University. Advisor I: Moh. Edy Nurtamam, S. Pd., M.Sc. Advisor II: Rika Wulandari, S.Pd., M.Pd.

ABSTRACT

This study aims to determine whether there is influence of learning mathematics by using learning model Contextual Teaching and Learning (CTL) assisted by lego game media to the students' learning result of mathematics subject of fractions material of Class IV at SDN Deketkulon II Lamongan. This research is a quantitative research. The research design used in this research is quasi experimental design with type nonequivalent control group design. This study uses 39 students as sample; those are 20 students in experiment class and 19 students in control class. Data collection techniques use tests, questionnaires, and observations. The stages used in this research are validity, reliability, problem difficulty, problem of differentiation, normality, homogeneity, independent t test, and normalized gain test. The results show that there are a significant difference based on the results of the Independent t test posttest t calculation = 4.180 and ttable t ($\alpha / 2$, n-2) = 2.026 with a significant level of $\alpha = 5\%$ and normalized Gain test in the control and experimental class by an increased average of 0.17. In accordance with the rule of thitung > ttable then 4,180 > 2.026 H_0 is rejected and there is a significant difference learning model Contextual Teaching and Learning (CTL) with the aid of the lego game media to the students' learning result of the mathematics subjects of class IV at SDN Deketkulon II Lamongan.

Keywords: Learning Contextual Teaching And Learning (CTL) Model, Lego Game Media, Learning Result.